MEMOIR '44 ONLINE

Quick User Manual for Beta Testers

Welcome to this Quick User Manual! This will get you started to play Memoir '44 Online. It assumes that you are already somewhat familiar with the rules of the board game. If you are not familiar with the board game, we recommend you take a quick look at the core rules available on **www.memoir44.com** to familiarize yourself with the game's basic concepts, especially: the game components (units, hexes, command cards, battle dice) and the game's Game Turn structure. Then launch the online game and try to find a playing partner willing to walk you through the game's basics during your first through online battles. Plenty of battle-worthy veterans should be willing to lend a hand and share their wisdom and battle-savvy.

INSTALLATION

Installation follows a classic process. Simply launch the installer and follow the steps. If you installed a previous version of Memoir '44 Online, simply launch your current copy of the game: It will detect automatically if a new update is available and offer to download it. Make sure you do so, as it is likely that an outdated version would not work properly with a new server.

BASICS CONCEPTS

You should resist your temptation to try the software right away ☺, and read this section first. This will assure an enjoyable first experience with Memoir '44 Online!

Solo, Standard and Expert Games

There are 3 ways of playing Memoir '44 Online:

- **Solo Games:** you play alone against the computer.
- **Standard Games:** you play online against another (human) player. The software enforces the Memoir '44 game rules. Only official scenarios that were specifically developed to implement the game rules are available in this mode.
- **Expert Games:** you play online against another (human) player, but the software does not enforce the game rules. This is an honor-based way of playing the game, relying on fair-play from both players - just like when playing the board game. In this mode, players can play scenarios that have not been developed for the Solo and Normal modes yet, as well as Scenarios from the Front (scenarios designed by fans using the Memoir '44 Editor). They can also use any kind of special rules, since they can do crazy thing such as teleporting units across the board, rolling 10 dice, etc. - again, just as if they were playing the real board game with house rules.

> Important: As of Beta 10, this mode is currently still under development and not yet available to players.

Officer Ranks

As you play Memoir '44 Online, you will gain experience, which will mean being promoted as an officer. You start the game as a **Cadet**. To be promoted to **Second Lieutenant**, you need to play at least 3 games and score at least 3 victories. Conditions to be promoted from one Officer Rank to the next are more and more difficult as you move up the ladder, and are still classified information. Players will discover them in time…
Important note: only Standard Games count toward Officer promotions. Solo and Expert Games are *not* used.
Officer Insignia and Title: by default, you get an US Army Officer Insignia and Title. By going in the **Service Records** screen of the software, you may choose another nationality: British, Russian, French, German, Japanese or Italian. The corresponding Insignia and Title will then appear next to your name. Note: you will earn your first Insignia as Second Lieutenant. Cadets don't wear any.

Achievements

Memoir '44 Online also features a sophisticated system of Achievements. Depending on how you perform during games, you may be awarded some badges or medals at the end of the game. There are 3 categories of Achievements: **Honor Badges**, **Specialist Badges** and **Expert Awards**. Honor Badges are usually pretty easy to get. For example, playing a scenario on the beach side will grant you the "Wet Feet" badge. Specialist Badges are Achievements that are focused or rely primarily on the mastery of specific features of the game. This rewards raw skill over the social aspects of the game. Expert Awards are rare Achievements that reward exceptional performance in a battle and/or during the career of a player.
Important note: Just like Officer ranks, Achievements can be earned only in Standard Games. Solo and Expert Games are *not* taken into consideration and do not count toward gaining them.

War Treasure and Gold Ingots

As an officer, you will have to manage your logistics wisely to win your battles and develop a successful career!

Memoir '44 Online can be downloaded freely - all it requires to get started is a Days of Wonder Online account, which you can establish by signing up with your e-mail, if you haven't already done so.

When you enroll in the Open Beta of Memoir '44 Online, you will receive an initial enrollment bonus of **100 Gold Ingots**. These Gold Ingots provide you with enough ammunition to fight scores of battles and familiarize yourself with the game.

Once you run out of your initial Gold Ingots, you will have to purchase more of your own: Various packs of Gold Ingots, of different levels, can be purchased directly from within the game, with volume discounts available for the most frequent players.

These Gold Ingots are used to equip your troops with the Special Equipment packs the scenario designer deemed desirable for this battle. Some Special Equipment may take the form of elite units fielded on the battlefield, while other may cover special rules unique to a particular scenario. Some of these packs may be optional, while others may be compulsory. For example, in Sainte-Mère-Église, the paratrooper drop is compulsory, not optional: without it, this scenario would be meaningless and of no historical value!

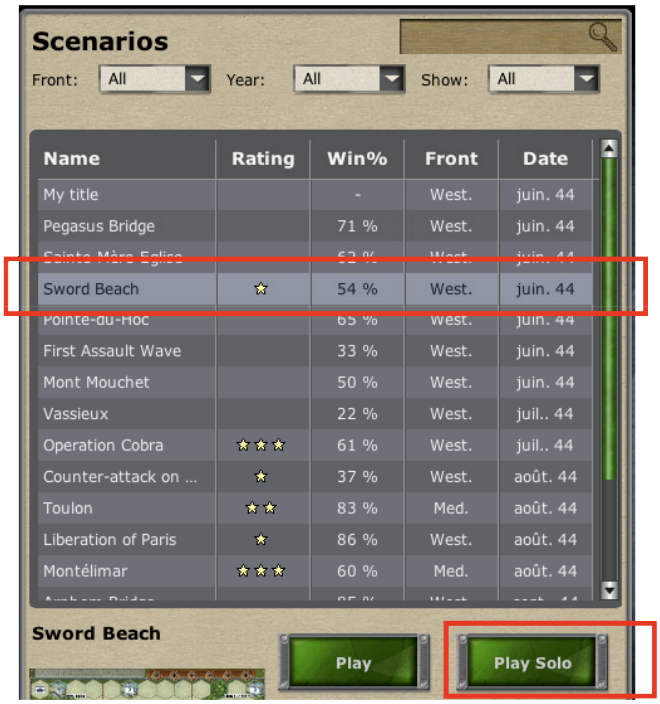
Even when a scenario offers you no Special Equipment, you will still have to pay a minimum cost of 1 Gold Ingot if you're playing against a live human opponent or 2 Gold Ingots when you are playing against Johnny, the computer game's Artificial Intelligence opponent.

One important note about accessing Expert Games: Access to Expert Games is disabled by default - you cannot access this mode without purchasing one of the larger sets of War Treasure on offer. We do not want newbies to stumble into this mode, which requires serious knowledge and mastery of the game's rules - remember that in this mode, none of the game rules are enforced by the software. Instead, you must follow them on your own and thus be intimately familiar with them. Hence the name of this mode. It is truly reserved for Memoir '44 experts!

Note about the Expert Games and the Open Beta: as of Beta 10, the Expert Mode is still in development – This is partly due to the fact that this mode requires many more game and UI elements than are currently implemented in the base game. This Expert mode will become available to players who have purchased any of the pre-requisite War Treasure packs as soon as it becomes stable enough to play-test.

LAUNCHING YOUR FIRST GAME

OK Cadet, enough talk, let's get ready for some action on the front lines now! You have downloaded and successfully installed the game. Launch Memoir '44 Online and try to play a Solo Game: To do so, after entering your Days of Wonder Online login name and password, click on the big "Play Solo" button.



Choose Sword Beach in the list of scenarios and click the "Play Solo" button. You will switch to the **Briefing Room** screen, which will give you more details about the battle you are about to play, and will give you a chance to purchase some Special Equipment:

By default, you should be on the Allies side. Your opponent will be the robot, known as "Cadet Johnny". Leave all options to their default values and click "Start" at the bottom right corner.

THE BASICS

There are a few universal rules of thumb to keep in mind when playing the game:

Right-Click to Get Help

Doing a right-click on the board will show you all the help cards related to the terrain, obstacles, unit, etc. located in the hex you clicked on. Mac Users who did not configure their mouse for right-click may use the Control key + click instead.

Also, doing a right-click on a card in your hand, at the bottom of the screen, will automatically zoom in and show you this card at full-size.

Drag-and-drop to Move Things or Battle

Just like with the board game, you drag-and-drop a card from your hand onto the board to play it. Likewise, you will move units on the board by drag-and-dropping them. Last not least, to order one of your units to fire on an enemy unit, click-and-drag your mouse from your unit that is firing toward the target you wish to roll dice against. It is as simple as that.

Double-Click to Perform Some Default Actions

To speed things up, you may also use a double-click. For example, you may double-click on the card to play it. Or you may double-click on an hexagon you want to retreat to, when you are forced to retreat. Likewise, you can double-click on the target you want to attack. Or double-click on a unit in barbed wires to have it remove the barbed wire in its hex instead of battling. Etc…

Shift-Click on Units to See their Threat Zone

Shift-clicking on a unit will temporarily reveal that unit's firing "threat zone", using color-coded hexes to show the number of dice that will be rolled against a target in these hexes. Hexagons where you roll 3 dice will be colored in red. Those with 2 dice in orange, and those with a single die in yellow. The computer takes into account the rules regarding line of sights when computing this threat zone, so a target in a hex that is out of sight will remain uncolored. This threat zone display should prove especially useful if you do not remember your units' firing capabilities or terrain rules too well, and is a boon for beginners. Do not hesitate to use it, as maximizing the number of dice you get to roll can often be the difference between a win and a painful defeat!

Forgot the Special Rules? Use the "i" Info Button!

Many scenarios will introduce their own, unique Special Rules, which are presented to both players in the Briefing screen, before the start of battle. At any time during the course of a game, if you are not sure you remember the specifics of this rule, you may simply click on the Information button marked with an I in a circle, in the upper left corner of the screen, to bring the Special Rules and Historical Context of the scenario back to memory.

PLAYING YOUR TURN

Just like the board game, your turn is divided into a series of phases played by you in succession, before your opponent then gets a chance to play his own turn. Your game turn is usually made of the following phases:

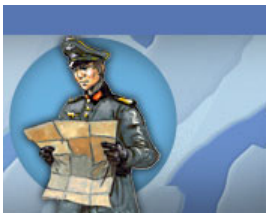
1. Play a card
2. Order units
3. Move units
4. Battle
5. Take a card

At the end of each phase, you will have to push the "Done" button located at the bottom right corner of the screen to validate the current phase and move to the next one. To save time, you may also use the Enter key on your keyboard as a shortcut, instead of clicking on Done.

Play a Card

Drag-and-drop a card from your hand onto the board, or double-click on it to play it.

Order Units

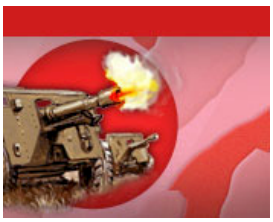


If units can be selected without any doubt, the software will do it for you - for example, when ordering all the units in a Section you won't have to select those individually. All you have to do is to click on the Done button.
Otherwise, you can select the units you wish to order by clicking on each of them. Click again on a selected unit to deselect it. Click the Done button once you're satisfied with your selection.

Move Units

You may move units according to the Memoir '44 rules. Click on the unit you want to move. Hexagons that can be reached this turn will be highlighted in green. Hexes from where the unit will be able to battle this turn will appear in dark green, and hexes where the unit can move to this turn but won't be able to battle from will appear in light green instead.
You may move your unit by directly drag-and-dropping it onto its destination hex. You may also move it hex-by-hex, via a succession of drag-and-drops. However, once you start moving another unit, you can no longer move the prior unit again.
Likewise once a unit is moved onto an hex, it cannot backtrack for free - Just like in Chess, once a unit is moved, it is moved. Real commanders stick to their orders!

Battle



Units that can battle this turn will be highlighted. To battle with a unit that is highlighted, simply click on it. Animated target symbols will appear around the enemy units that it can attack. Much like with the earlier threat zone, a Red color will indicate a roll of 3 or more battle dice, orange 2 dice and yellow one die. Click-and-drag from your unit onto your target, or double-click on your target. Battle dice will be

rolled for you, and damages applied automatically.
Then proceed to the next ordered unit that can battle, until all your units that can battle have done so.

Take a Card

At the end of the turn, a new card will automatically be drawn from the top of the Command deck visible on the side of the board, and be added to your hand of Command cards. If you played a Recon card, you will be presented with the two cards you need to choose from. Choose a card by clicking on it and push the button in the lower right corner, or double-click on the card.

SPECIAL CASES

Retreating

When your opponent rolls a flag, you may have to retreat. Possible retreat hexes will be highlighted in purple. Drag-and-drop your retreating unit to that hex or double-click on the retreat hex. If there is only one possible retreat spot, your unit will move automatically on it: no action is required on your part.

Using the Ambush Card

AMBUSH
After opponent declares a Close Assault, but before he rolls his battle dice, play this card.
Roll your battle dice first.
If opponent's unit wasn't eliminated or forced to retreat, it may then attack normally.
At the end of the turn, draw your Command card first.

Because Memoir '44 Online is an on-line game, there can be significant lag or delay between what happens on a player's screen and what his opponent may see on his own screen. For example, you could be doing your second battle orders while your opponent is still watching the end of the previous battle. This is the nature of playing over the Internet.
As a result, trying to interrupt your opponent by playing an Ambush card like players do when playing the real board game face to face *won't* work. So we had to devise a work-around:
When you feel that it might become desirable to play your Ambush card during the coming turn, **prepare** or "arm" it by clicking on the Ambush card in your hand. The card will be moved up a bit, to indicate it is now "armed" and ready to be triggered when appropriate. The software will show a little yellow icon on the board, next to the unit it considers the most appropriate to use your Ambush with. This spot (i.e. the unit that will use your Ambush, if given the opportunity) is automatically and systematically re-evaluated by the computer after each attack from your opponent, based on how the on-board tactical situation evolves.
Depending on your situation in the game (such as whether you lead or not, and by how much), the game's Artificial Intelligence will make a more offensive or more defensive choice regarding how to best play this Ambush. The type and health of the attacking and defensive units in play are also taken into consideration by the computer during this evaluation. While this does not give you the same control as in the board game, you will see with practice that the computer is really good at comparing – and taking advantage of - probabilities, and you may learn a few neat tricks as a consequence. Overall, you will soon see that this system works rather nicely!

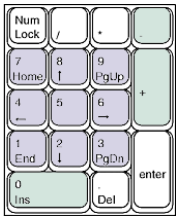
ZOOMING AND PANNING

If you play on a small screen, you will find the zoom features handy.

To zoom-in or out: use the mouse wheel to zoom in – or out - of the area where you mouse pointer is located. If you do not have a mouse wheel, use the + and - keys on your numerical keypad.

If you have a mouse wheel, moving from one area of the map to another is really fast and easy: zoom out with the wheel, move your mouse pointer above the map area, and zoom back in.

If you have one, your **numerical keypad** will also work like a mini-map: the 1 to 9 keys instantly focus on a specific area of the battle map.



- Keys 1 to 9 center and zoom the view quickly on the corresponding portion of the map, as shown on the diagram to this left
- The + and - keys zoom in and out.
- The 0 key fully zooms out, to show you the entire map.

Panning (scrolling) can be done in several ways. You can use the arrow keys of your keyboard. You can move your mouse cursor to the edges of the map. You can hold the space bar key down and click-and-drag on the map to move it around. Or if you have a mouse wheel than can be pressed, hold it down and move your mouse around.

PLAYING STANDARD GAMES

Once you are done with your first Solo Game, it's time to play against a real opponent!
Go back to the Main Screen, and click on the Play button, instead of the Play Solo.

The Operations Headquarters screen

But first, take the time to look in more details at the **Operations Headquarters** screen. It is divided in two lists.

One the left, the **Scenarios List** shows the scenarios that can be played. By default, scenarios with open games are listed at the top of the list, and have their names highlighted in bold green text. It means that there is someone waiting for another player to join. To join the game, simply click on the scenario and push the Play button. You may also double-click on the scenario as a quick shortcut. Doing so does not let you select who will play against but a real officer should feel confident enough to face off whomever fate puts against him on the battlefield!
On the right half, the **Players List** shows the list of *all* players currently logged in on the server - wherever they are currently playing a Battle or waiting like you in Operations Headquarters.

Playing a Scenario

Playing a scenario is very easy: select the scenario by clicking on it in the list, then click on the Play button - or simply double-click on the scenario itself!
If there is already someone waiting for an opponent in this scenario, you will automatically join his game in the **Briefing Room** (see next chapter). If there is nobody yet, you will also be directed to the Briefing Room and wait there for an opponent.
Note that as long as nobody has joined your game, you can keep on using the Chat box to communicate with other players including all those who are still in the Operations Headquarters. As soon as someone joins your game, all your communications will become private.

Inviting Someone to Play a Scenario

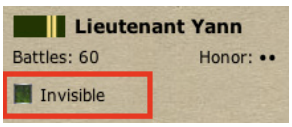
Sometimes, you may want to play against a specific player rather than face off whomever fate sent against you. To do so, select the scenario in the Scenario List on the left and the opponent player of your choice in the Players List on the right. At the bottom of the Scenario List panel, an Invite button will appear, with the name of your opponent next to it. Click on the Invite button. This will pop a waiting message on your screen, and an invitation message on your opponent's screen. You will both be directed to the Briefing Room as soon as your opponent accepts your invitation. If your opponent declines your invitation, you will automatically be back to the Operation Headquarters screen you were in.

More details about the Scenarios List

At the top of the Scenario List panel, you can use filters to help reduce the number of scenarios displayed and sort them. Using the Search box, you can look for specific words in the scenario titles. You may also restrain your search to a specific Front or Year of the war. You may also change how the scenarios are sorted by clicking on one of the table headers. For example, to sort scenarios alphabetically, click on "Name". Click again for a descending sort order. Click a third time to restore the default sort (i.e. scenarios with open games appear first).

More details about the Players List

The Invisible check box



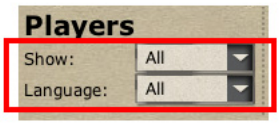
In the Players List, just under your name, you can find a check box titled Invisible. Clicking on it will remove you from the List of Players visible on the computers of all other players. Use this feature when you want to play Solo and be left alone.

Note that you still see the conversations of the chat area, but you cannot participate.
If you try to play a Standard game, or try to type a message, you will be reminded that you are invisible, and be offered to become visible again.

Note: when you use the "Play Solo" button from the main screen, you always enter the Operations Headquarters in Invisible mode by default. Fresh Cadets are often intimidated during their first Solo games, so this will allow them to discover the game without being challenged by veteran officers right away.

Also note that you will never see yourself in the List of Players, much like you would not see yourself as a “third” person in the real world. Instead, all of the information relative to your status is displayed permanently above the List of other players in the lobby. Be assured that (unless you clicked on Invisible) all other players see you in their own List of players, however!

Filtering and Sorting Players



When there are many players in the Player List, you can reduce the number of players displayed to help find those you want to play against. The Show pop-up menu can be used to show only your Buddies, or only the players who are not fighting in a Battle yet. The Language pop-up allows you to exclusively select players who speak your own language.
Like with the Scenarios List, you can sort the Players List. Click on a table headers to sort the list according to that criteria. By default, players are sorted by status, showing players currently in the Operations Headquarters first.

Information about a Player

When you select a player in the list, more details about him automatically appear in a panel at the bottom of the list. The information displayed include that player’s:

- Avatar, Officer Insignia and Rank, and Login Name.
- The number of Standard Battles he fought.
- His language and time zone.
- His Honor and Skill values (see details below).
- His Buddy/Ignore status.

Adding a Player to your Buddy List or to your Ignore List

The two icons in the player information panel indicate if the selected player is part of your Buddy List or of your Ignore List. To add the player to your Buddy list, simply click on the Buddy icon . We recommend that you do this with players that you like, it will become easier to find them during your next session: in the Player List, you have a filter to show your Buddies only.
If you have a bad experience with a player (unfortunately, this may happen despite everyone’s best intentions), you may consider adding him to your Ignore List using the Ignore button . After you do so, you won't "hear" him in the chat anymore, and he won't be able to join your games.
You can remove a player from your Buddy List (or from your Ignore List) by clicking on the corresponding icon again, while that player is selected.

About Honor and Skill

Honor is a "good behavior" indicator. You start with 3 dots: •••. As you play and *finish* your Battles, you slowly earn more Honor, up to a maximum of 5 dots: •••••. If you *voluntarily* quit a Battle in the middle of it, you will lose Honor. Note that you lose Honor much faster than you gain it. We want to encourage fair-play: even if you are losing a battle, finishing it is good sport and a matter of fair play. It is the expected behavior in Memoir '44 and repeat offenders will soon find it difficult to play against others.

Skill is a score that is computed at the end of each battle. It is completely independent from the Officer Ranks and the Achievements. It is purely a numerical value that can be used to compare players, in a manner similar to the ELO system used by Chess players. You start with a Skill score of 1,500, and a fixed number of points is exchanged at the end of each battle. The number of points takes into account the Skill difference between the players, the balance of the scenario, the number of medals won, etc. The algorithm used to compute this score is beyond the scope of this manual, and should be of interest only to the most competitive players - refer to the Web site for more details.

Our emphasis on Memoir ’44 Online will be on promoting Officer Ranks and Achievements, not this raw numerical Skill score - which we will likely reserve for seeding tournaments and such, internally.

We strongly believe that doing so (i.e. emphasizing Officer Ranks and Achievements) will offer a broader view of a player's experience and qualities, over time, and foster a better atmosphere and players’ community, for veteran players and newbies alike.

BRIEFING ROOM

Once you create or join a game, you enter the Briefing Room. There you will receive the debrief necessary to prepare you for Battle, get a chance to select the side you wish to fight on and get the opportunity to see what Special Equipment Packs you may get.

Choosing your side: Axis or Allies

The player who created the game is responsible for choosing the side of each opponent. He does this by clicking on the big "Allies" or "Axis" buttons under the scenario map to decide which side he will fight on. His opponent will automatically be assigned the other camp.

Selecting or Unselecting Special Equipment Packs

On the right side, you can see the **Special Equipment** pack(s) the scenario designer intended you to receive by default. A number in the right column will indicate the number of Gold Ingots this will cost you. The total amount of Gold Ingots currently in your War Treasure is displayed at the top. When you run low on - or out of - Gold Ingots, a button will allow you to go to the Store to buy some more.
Special Equipment packs that are outlined in red are compulsory. They cannot be deselected and must be purchased to play this battle.

Starting the Battle

Once you have selected your camp (if you started the game) and confirmed your Special Equipment packs (if any), push the Start button to validate your choices and go into battle. As soon as your opponent has done the same, the game will start.

Note that if a player changes something in his settings (camp he's playing on or Special Equipment packs selected), the start button of the other player turns off right away. So both players have to push their own start button again to confirm their agreement. Be aware of this because some times you might wonder why the game is not starting although you confirmed. Look at your start button again: it is not green anymore, push it again.

Recommendations

We recommend that you use the chat box to discuss with the other player about which camp he'd like to play. Casual and friendly behavior is part of the Memoir '44 Online experience, and should be the rule. Assuming you have the time, we always recommend playing a scenario from both sides anyway!

While still in the Briefing Room, it is acceptable to quit a game if you cannot agree with your opponent about the game's conditions. You *won't* lose any Honor at that point. Only once you are in a running battle will you lose Honor if you quit. Nevertheless, even when in the Briefing Room, always explain politely to the other player why you will not join the battle after all if you decline to join the game.

As mentioned earlier, another thing to check with your opponent is wherever he wants or has time to play two battles, one on each side. Memoir '44 players traditionally play on each side the same scenario, but you or your opponent might not have the time or energy for it - so ask, just in case.

And no matter what, remember: this is (only) a game, is the goal of everyone first and foremost should always be to have **fun**!

END OF BATTLE: AFTER ACTION REPORT

Battle Stats

When a game ends, detailed statistics are presented to both players.

At the top of the summary screen, the number of medals won by each player will be displayed. If a player did better that the average score for that side in this particular scenario (i.e. he "out-performed"), a thumb up icon will appear. If the player under-performed in this battle (i.e. fared worse than average for that camp in this battle), a thumb down icon will appear. The example on the left shows a player who lost the battle but still out-performed others. Good job!

Then the number of figures won is displayed. For each type of unit, you see how many figures you won, and how many dice you rolled against that type of unit. The **Hit Rate** tells you how effective you were with these rolls. You can compare these values to the probabilities and decide if you were really that lucky or not. For example, by default you have a hit rate of 50% against infantries - not taking into account any special situation.

You can also see a summary of your dice rolls. Here again, you can check if your opponent rolled as many grenades as he seemed to in the heat of battle ☺. As a rule of thumb, over a large number of dice rolls, these numbers should tend to converge toward a value of 1/6=16.7% for each symbol, except the infantry symbol, which appears on two sides of the dice and whose frequency should thus be closer to 33.3%.

Achievement Awards

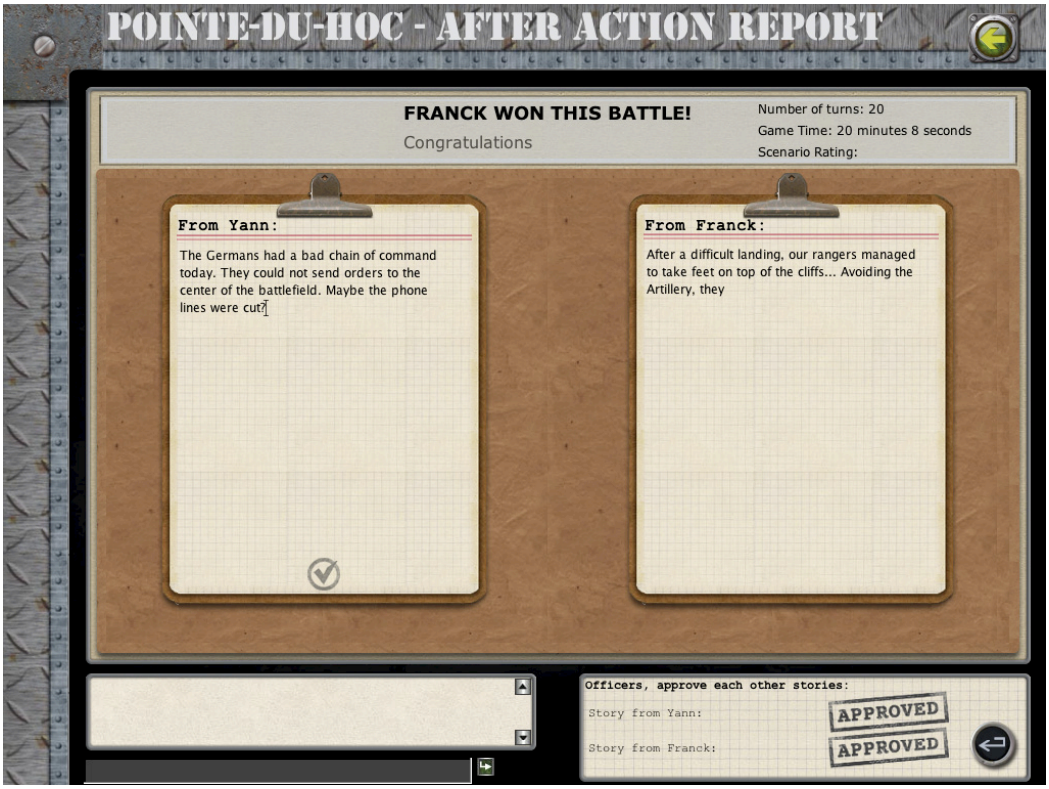
Some Achievements might be awarded to you after a particularly hard-fought battle. Congratulations! When you receive an achievement, you will gain a corresponding ribbon. Click on the ribbon to see details about the corresponding Achievement. You will find more information about Achievements on the game Web site - see the "Additional Resources on the Web" chapter at the end of this document.

Officer Promotion

Under certain conditions, you might even be promoted! For example, a Cadet will be promoted to **Second Lieutenant** after playing at least 3 battles and scoring at least 3 victories. Like for Achievements, more information and resources can be found on the game Web site.

Writing a Report

If you had a great time, why not file a report? In the lower right corner of the screen, click on the "Write & Review" button. This will open a new interface where you and your opponent can simultaneously write their own story of the battle, as seen from their point of view.


POINTE-DU-HOC - AFTER ACTION REPORT
FRANCK WON THIS BATTLE!
Congratulations
Number of turns: 20
Game Time: 20 minutes 8 seconds
Scenario Rating:
From Yann:
The Germans had a bad chain of command today. They could not send orders to the center of the battlefield. Maybe the phone lines were cut?
From Franck:
After a difficult landing, our rangers managed to take feet on top of the cliffs... Avoiding the Artillery, they
Officers, approve each other stories:
Story from Yann:
APPROVED
Story from Franck:
APPROVED

Write your report in the left panel. You will see what the other player is typing on the right side. When you are done, click on the check mark button . This will enable the "Approve" stamp on your opponent's computer. Likewise, when your opponent does the same thing, an "Approve" stamp will appear under his story on your own screen. Push it to mark your approval.

From Franck:
After a difficult landing, our rangers managed to take feet on top of the cliffs... Avoiding the Artillery, they cleaned up the right flank and then moved to the center where the German troops were strangely inert...
APPROVE

When both stories are approved, you see the two "Approved" red stamps on the bottom right corner of the screen. Push the return button to go back to the After Action Report screen.

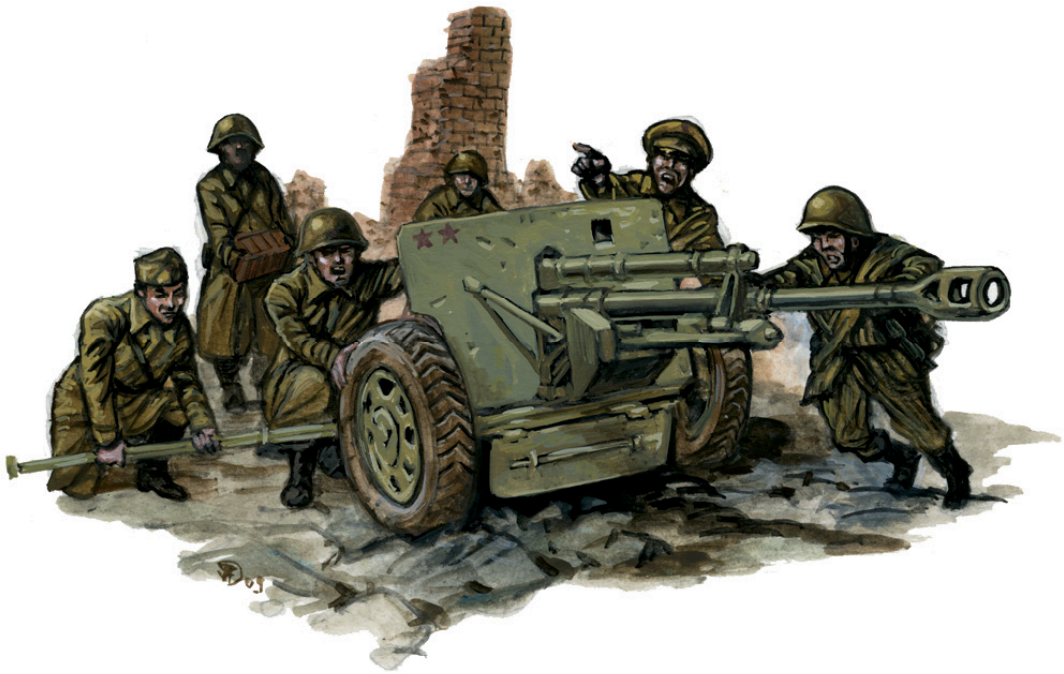
BUYING MORE GOLD INGOTS FOR YOUR WAR TREASURE

When you run out of Gold Ingots, you may want to refill your War Treasure. To do so, go to the main screen, and click "Buy War Treasure".

There are several purchase options available, with volume discounts for the most frequent players amongst you.

Note that all transactions are performed in secured SSL encryption - just like when you shop on trusted Web sites like Amazon (or Days of Wonder ☺) on your Web browser.

You can find our complete Ordering and Shipping Policy on our Web site at http://www.daysofwonder.com/en/buyconditions



CHECKING YOUR OFFICER CAREER AND SERVICE RECORDS

From the Main Screen, click on the Service Records button.

The **Officer Career** shows a summary of your player information shown as an identity card, your Achievements, and some battle statistics.

Changing the nationality of your Officer Insignia and Title

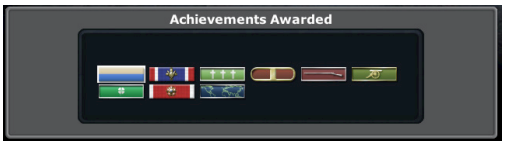
Below the identity card, you have a list of flags. You may select a nationality different than the default US one.

This will change your Officer Insignia and Title. For example, a US "First Lieutenant" would become a French "Lieutenant" or a Japanese "Rikugun Chūi".

Note that all this is purely for fun ☺ - and for learning the various Officer ranks.

More useful, you will also see the number of Standard Battles you fought, your Skill and Honor Values, your Enrollment date and how many days ago you last played.

Reviewing your Achievements



The "Achievements Awarded" panel shows your Achievement **ribbons**. Click on a ribbon to show details about the Achievement on the right side.

Service Records

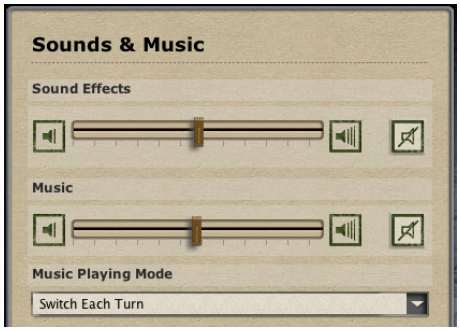
Click on **Service Records** at the top of the screen to display your battle history.

Battles are listed chronologically (most recent first). For each Battle, you can see if it was a Solo, Standard or Expert game, the name of the scenario, your side and your score, your opponent and his score. The Info column shows if you won the Battle (with a smiley). A "thumb up" icon indicates that you did better than the average ("outperformed") and a "thumb down" icon that you did worse than the average ("underperformed").

CHANGING YOUR SETTINGS

From the Main Screen, click on the **Settings** button.

This screen allows you to choose your preferences for music and sound effects. It also allows you choose your video settings.



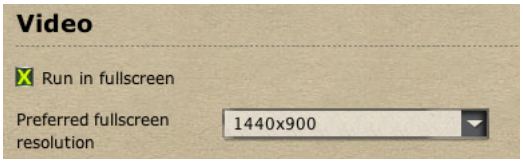
Sounds & Music

Use the first slider to increase or decrease the volume of sound effects. You can also completely turn them off clicking on the mute button:
Likewise, the second slider is used to control the volume of music.
Use the **Music Playing Mode** pop-up menu to choose how you prefer the music to be played during Battles:

- **Switch Each Turn**: the Allies music will be played when the Allies commander plays, and the German theme will be played when the German commander plays.
- **Only my Nation**: your nation theme will be played continuously.
- **All**: all four nation themes of Memoir '44 Online will be played one after the other continuously.

There are currently 4 nations musical themes in the game: Allied, German, Russian and Japanese. Depending on the scenario and nation you play, the corresponding themes will be automatically selected.

Video Settings



By default, Memoir '44 Online runs in fullscreen, so you can enjoy the game in the highest resolution possible.
The **Preferred fullscreen resolution** pop-up menu allows you to change the resolution of your screen. You might want to adjust this value depending on your video configuration and/or personal preferences.

To switch to another application, you may use the standard keyboard shortcuts of your system: Atl-Tab on Windows, and Command-Tab on Mac OS X.

Some player will prefer to play in **windowed mode**, i.e. with the game running inside a standard window. To do so, tick off the **Run in fullscreen** check box. Note that you can resize the window to the size you want: the user interface of Memoir '44 Online will adapt itself automatically.

Changing Settings during a Battle

You can change your settings in the middle of a Battle. To do so, click on the Settings button located on the left at the top the screen.
Like with the Information button, be careful if you use this while your opponent is playing: you may lose track of the action!

ADDITIONAL RESOURCES ON THE WEB

Go to **www.memoir44-online.com** to pursue your Memoir '44 Online experience!

> **During the Beta period, it highly recommended that you check the Web site and the forum on a very regular basis.**
> Doing so will keep you informed of upcoming changes - and there will be some major ones. You will also hear about known issues that were found and that may affect you.
> Moreover, a large number of important key features are going to be developed on the Web site during the Beta period. Some of these features may have a great impact on your gaming experience and help make it even more enjoyable! To list a few (still under development): a detailed Officer Career page with stats and historical data, information (including classified data) about Achievements, conditions for Officer promotions, After Action Reports written by players, and more!

Discussing in the Forum

The first thing to do is to check out the Memoir '44 Online forum. The online game has a forum of its own, different from the board game one. You will find there the latest announcements from the Memoir '44 development team. You will also be able to discuss with other fellow Memoir '44 fans.
You will find that the Memoir '44 community is a very active (and enthusiastic) one. Don't miss this opportunity to make new friends and discuss the various aspects of the game.

> **During the Beta period, announcements will be posted in the forum on a regular basis.**
> **Also, make sure you read the FAQ on the forum.**

Sending Suggestions to Days of Wonder

The best way to send a suggestion is to post a message on the forum. Good ideas will often trigger comments and additional good ideas from other players.
Make sure you make a quick search in the forum before writing your message. There is a good chance that someone else might have already posted a similar idea. In this case, post a reply in the existing thread instead of creating a new one.

Reporting Bugs

To report a bug, go to the Web site home page at **www.memoir44-online.com** and click on the "Report a Bug" link in the bottom panel. ***Make sure you fellow all the instructions carefully,*** as we will not be able to process incomplete bug reports.